

Rendezvous at Ord Mantell

A Free *Star Wars* Mini-Adventure for the Rebellion Era

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In "Rendezvous at Ord Mantell," the heroes help a stranded explorer recover her crashed ship so that she can blast off from that rough-and-tumble world and get on with some sensitive business. But first, they'll need to overcome uniformed thugs in a bar brawl, navigate rocky canyon mazes, elude a Twi'lek bounty hunter, and deal with a band of fringe-dwelling raiders.

"Rendezvous at Ord Mantell" is a *Star Wars Roleplaying Game* adventure set during the Rebellion era and is designed for four 1st- or 2nd-level heroes. A scout or fringer would be especially useful among the characters, as most of the adventure takes place in Ord Mantell's wild back country. This low-level scenario first appeared in [Star Wars Gamer #1](#) but has been updated to reflect the revised game rules.



If you plan to play a character in this adventure, don't read any further. The information below is meant for the Gamemaster's eyes only.

Getting Started

By the beginning of the adventure, the heroes should be acquainted with one another. Maybe some of them grew up together (either on Ord Mantell or

elsewhere), or perhaps they served on a starship together. For the purposes of this adventure, the reason isn't important. If you want, you can even run a "pre-adventure" scenario in which the heroes meet each other for the first time.

Why Are the Heroes on Ord Mantell?

Particularly if this adventure forms the starting point for your campaign, you might want to determine why the heroes are present on Ord Mantell. Here are a few ideas:

Fringers: Natives of Ord Mantell -- especially those who hail from the wilder areas of the planet -- often fall into this class. Alternatively, the fringer hero might have come to Ord Mantell from an even more backwater world in search of civilization.

Nobles: Any world needs administrators and ambassadors, and though most legitimate nobles steer clear of worlds like Ord Mantell, those interested or involved in illegitimate activity flock to the planet.

Scoundrels: Ord Mantell draws lawless characters of every type, from gamblers to pirates to petty thieves. The hero may be a native but more likely is a visitor to the planet.

Scouts: Pilots use Ord Mantell as a midpoint of journeys through the stars. Hunters and explorers come to the planet to investigate its wilderness.

Soldiers: Spacehands, bodyguards, mercenaries, and former soldiers all frequent Ord Mantell.

Tech Specialists: Pirates and pilots always find uses for someone who can repair their equipment and ships. Tech specialists who visit Ord Mantell can also acquire rare or illegal technical gadgets from assorted outlaws and black marketeers.

Force Adepts: As a wild, unexplored area, Ord Mantell makes a fine location for unusual or unique Force-wielding characters. Its rocky backcountry might even be home to a secret enclave of Force adepts.

Jedi Consulars and Jedi Guardians: Jedi of any stripe are rare enough during the Rebellion Era to be unique visitors to Ord Mantell. They might come here seeking rumors of others like them, or while on the run from Imperial forces or assassins.

Customizing the Adventure

Though the scenario is designed for four low-level heroes, it's easy enough to adjust it for different power levels. If you have fewer than four heroes, you can make Renci Tosh (the "explorer" who asks them for help) a more active participant in combat. With more than four heroes, or if the average hero level is above 2, bump up the power level of the opponents slightly. For instance, you can add one or two thugs to the first encounter, or increase the bounty hunter to 3rd level. Don't go overboard, though. The heroes should be able to get through the adventure without much "down time" required for resting.

Adventure Background

Renci Tosh is a Rebel spy and recruiting agent. Unfortunately, she suffered mechanical problems on her most recent trip and was forced to crash-land on Ord Mantell, not far from the frontier settlement of Great Rock. As Tosh stumbled toward town, she was intercepted and imprisoned by a group of thugs working for a local crime lord. Despite her injuries, Tosh escaped her crude cell and fled into the streets. At the same time, a group of raiders investigating the crash site hauled away Tosh's crippled starfighter to sell for scrap.

The adventure opens as Tosh encounters the heroes in a spacer bar, where they've gathered to look for work, transport off-world, or perhaps even trouble. She needs their help to get her out of town and to recover (and repair) her ship.

Scene 1: A Fateful Meeting

Read or paraphrase the following text to the players:

You're gathered together in Qexi's, an absolute dive of a bar filled with the dregs of the galaxy. Most of the customers are Human, though a number of Rodians, Sullustans, Bothans, and even a pair of Trandoshans are present as well. A woman interrupts your peaceful afternoon by sliding into an open seat at your table. You didn't see her come in, and she isn't dressed like a local -- in fact, her clothes look pretty expensive, though they're spotted with mud and torn in several places. You also notice some recent bruises and scrapes on her arms. Before you can open your mouths, she puts a finger to her lips and glances furtively across the room. Then she turns back to you and says in a low voice, "Interested in helping out a girl in trouble?"

Assuming the heroes are interested, Renci Tosh continues:

"I'm a visitor to this world, and I seem to have fallen afoul of the local crime element. I could use some help getting back to my ship. I can't pay you anything now -- I have no credits on me -- but I can promise a reward of 500 credits apiece as soon as I get to my ship.

"If you're interested, we need to get started right away. Can you help me?"

Renci claims to be an explorer who experienced mechanical difficulties before crash-landing her Z-95 Headhunter in the wilderness a couple dozen kilometers from town. She says it'll take at least a couple of days to get there. If the heroes try to negotiate with Renci, a successful Diplomacy check (DC 15) gets her to raise her reward to 750 credits each (she's desperate), but she won't go any higher.

Renci Tosh, Female Human Scout 2: Init +2 (Dex); Defense 14 (+2 Dex, +2 class); Spd 10 m; VP/WP 9/10 (currently 4/8); Atk +0 melee (1d3-1, unarmed) or +3 ranged; SQ Trailblazing;



SV Fort +2, Ref +4, Will +4; FP 1; DSP 0; Rep +0; Str 8, Dex 15, Con 10, Int 13, Wis 14, Cha 12.

Equipment: None.

Skills: Astrogate +5, Bluff +3, Climb +3, Hide +6, Listen +7, Pilot +6, Read/Write Basic, Read/Write Rodian, Search +5, Speak Basic, Speak Rodian, Spot +7, Survival +6, Swim +3. **Feats:** Alertness, Starship Operation (starfighter), Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

What If the Heroes Don't Take the Bait?

An ever-present threat to adventures such as this one -- where you, the GM, present a "hook" designed to lead the heroes into the adventure -- is the possibility that the heroes simply choose not to involve themselves in your plot. Eventually, you'll be able to judge what types of missions best suit your heroes (and your players), but until that point (and even sometimes after it), sometimes heroes just don't "take the bait." For instance, what if the heroes turn down Renci's plea for help?

In such a case, you have three options. The first is to force the players to involve their heroes despite their lack of interest. This is probably the worst choice, as it breaks the suspension of disbelief between the players and their heroes. If the players feel browbeaten into going on specific missions, the game just becomes the GM telling the players what to do.

The second option is to accept their decision and let them veer from your carefully crafted mission into other adventures. This is all right, and sometimes it's inevitable, but if you do this too often, you risk wasting many hours creating plots, settings, and characters that never get used.

The third option, while the most difficult, can be the most rewarding. This boils down to keeping your heroes involved in the adventure without them feeling railroaded into a storyline. In the case of "Rendezvous at Ord Mantell," there are a few options to keep the heroes involved:

- The same local crime lord who captured Renci targets the heroes. This might require the heroes to get Renci's help.
- The heroes keep running into the same thugs and choose to leave town to maintain a low profile.

Interrupted!

Just as the heroes complete the deal with Renci, two goons wearing crude uniforms burst through the door into the bar and start looking around. Neither Renci nor the heroes are surprised; however, roll Spot checks for the thugs to see Renci (DC 11). If either thug fails, he is surprised and can't act in the surprise round. (If no one is surprised, roll initiative and move directly into the first round.)

If the heroes don't attack, the thugs rudely look for Renci until they find her, whether by spotting her or interrogating bar patrons. When they find her, they attempt to drag her away. If the heroes try to stop them, they open fire.

- The bounty hunter Gida Luroon learns of the heroes' contact with Renci and decides to include them in her hunt.
- An Imperial informant recognizes Renci as a Rebel and believes that the heroes are also Rebels.

Don't get too heavy-handed with this option. For instance, a bad way to manipulate the heroes would be to send a group of 20 thugs after them so they had no choice but to flee town. Always give heroes a choice of options, or at least the appearance of choice. Even if it doesn't matter what they do (and that should only rarely be true), the players should always believe firmly that their heroes' actions control the outcome of the story.

Renci doesn't have a weapon and is injured, so she takes cover and tries to hide during the fight. If things go badly for the heroes, she tries to grab a weapon from a fallen character and defend herself.

The rest of the bar's occupants avoid the fight. Assuming the heroes win, Renci insists that they get out of town as quickly as possible.

Goons (2): Male Human Thug 2: Init +4 (Improved Initiative); Defense 10; Spd 10 m; VP/WP 0/12; Atk +3 melee (1d4+1, unarmed with Martial Arts) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code A.

Equipment: Blaster pistol.

Skills: Intimidate +3, Spot +1.

Feats: Armor Proficiency (light), Improved Initiative, Martial Arts, Weapon Group Proficiencies (blaster pistols, simple weapons).

Scene 2: Into the Wilderness

The heroes can linger in town if they want (or if they need to pick up supplies), but Renci reminds them constantly that they need to leave soon. If they remain in town too long, another group of thugs or the bounty hunter Gida Luroon (see below) comes to find them.

Once the heroes are safely out of town, they must backtrack Renci Tosh's original trail through a maze of rocky canyons. She can find the starting point -- where the patrol captured her a few hundred meters outside town -- but the heroes must follow her tracks back to her ship using the Track feat along with Survival checks. The base DC is 20 (firm ground) +2 for the two days that have passed since she made the trail, for a total DC of 22. If no hero has the Track feat, Renci offers to do the tracking. She can take 20 and successfully follow her tracks.

The crash site is 20 kilometers away. Since the tracking character must move at half rate to follow the tracks (or suffer a -5 penalty), and the rocky terrain limits movement to one-half normal, the heroes move at only one-fourth their normal speed. This means that if the slowest hero's speed is 10 meters, they can cover 1¼ km per hour (or about 10 km for eight hours of travel each day). If the slowest hero's speed is 6 or 4 meters, they can cover only 6 or 4 kilometers each day, respectively. Thus, the trip requires 16, 27, or 40 hours (assuming they encounter no other delays) of walking, plus one or more nights spent under the twin moons of Ord Mantell.

Every hour of travel or rest, roll d% on the table below to see whether the heroes encounter anything while traveling through the canyons (add +10 to the roll at night). After any encounter in which the heroes take their attention away from the tracks, they must relocate the trail with another Survival check (DC 22).

Along the way, Renci Tosh tries to feel out the heroes' attitudes toward the Empire and the Rebellion. She tries not to reveal her leanings, though a successful Sense Motive check (DC 18) may indicate that her queries are more than mere conversation.

Roll d% Encounter

01-50 None. The heroes don't see or hear anything unusual during this hour in the wild.

51-60 Hazardous terrain. The heroes encounter a patch of dangerous terrain, such as quicksand, a thicket of poisonous shrubbery, or an unstable hillside. If one of the heroes is specifically looking out for such dangers, a successful Survival skill check (DC 15) allows them to avoid it. Otherwise, they will encounter the hazard.

Adjudicate the danger as appropriate. For example, have heroes make a Dexterity check (DC 15) to avoid falling 2d8 meters down an unstable hillside; a Swim check (DC 15) to remain afloat in quicksand; or a Fortitude saving throw (DC 12) to avoid losing 1 point of Dexterity from poisonous thorns.

If the heroes aren't moving this hour, treat as no encounter.

61-63 Rodian Savrip Hunter. This local hunter is following the trail of a Mantellian savrip, a deadly predator unique to this world. Teerik hides on a ledge until he determines the heroes' intent (a Spot check of 18 or better allows a hero to notice him). He's not interested in fighting the heroes and flees if attacked. His initial attitude is one of indifference, though if approached peacefully (and if the heroes shift his attitude to friendly or better with a Diplomacy check or similar action), he gladly tells them what he's doing here and warns them about encountering savrips in the jungle. "Don't let them grab hold of you, or you're done for," Teerik warns. He'll even share some of his food if his attitude is changed to helpful.

Teerik, Male Rodian Fringer 1: Init +2 (Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 10/14; Atk +1 melee (2d4+1, vibrodagger) or +2 ranged (3d6/19-20, sporting blaster rifle); SV Fort +4, Ref +3, Will +1; FP 1; DSP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8. Challenge Code A.

Equipment: Sporting blaster rifle, vibrodagger, camouflage gear (+2 to Hide checks in rocky terrain), 6 days of food, canteen of water.

Skills: Climb +5, Hide +6 (+8 in rocky terrain), Listen +6, Knowledge (Ord Mantell) +3, Read/Write Basic, Read/Write Rodese, Search +5, Speak Basic, Speak Rodese, Spot +6, Survival +5.

Feats: Track, Weapon Group Proficiency (blaster rifles, primitive weapons, simple weapons, vibro weapons).



64-67 Twi'lek Bounty Hunter. Gida Luroon was just about to leave Ord Mantell when she intercepted a transmission regarding Renci Tosh's escape. Hoping to make a few credits, Luroon decided to track her down and cash in on the (admittedly small) reward put up for her. She has no idea of Renci Tosh's Rebel connections. Gida attempts to sneak up on the heroes from behind. Allow each hero a Listen check (opposed by Gida's Move Silently check) to hear her from about 12 meters away. If the heroes fail, they can't act during the surprise round (during which Gida fires on Renci Tosh with her heavy blaster pistol set on stun). She only needs to capture Renci Tosh, but she gladly takes any heroes she can get, figuring that she can get a decent price for capturing those who are "aiding and abetting" the prisoner's escape.

Gida Luroon, Female Twi'lek Scout 2: Init +2 (Dex); Defense 14 (+2 Dex, +2 class); Spd 10 m; VP/WP 14/12; Atk +0 melee (1d4-1, knife) or +3 ranged (3d8 or stun DC 18, heavy blaster pistol); SQ Low-light vision, trailblazing; SV Fort +4, Ref +4, Will +3; FP 1; DSP 0; Rep +0; Str 8, Dex 15, Con 12, Int 13, Wis 12, Cha 12.

Equipment: Heavy blaster pistol, knife, all-temperature cloak, 3 days of food.

Skills: Climb +3, Gather Information +3, Hide +7, Listen +5, Move Silently +7, Read/Write Basic, Read/Write Ryl, Search +5, Spot +5, Speak Basic, Speak Lekku, Speak Rodian, Speak Ryl, Survival +5.

Feats: Point Blank Shot, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).



68-70 Mantellian Savrip. This fearsome beast is hungry and looking for a meal, particularly one that walks on two legs. Allow each side Listen checks (DC

15) to hear each other. Anyone who fails the check can't act during the surprise round. If the savrip fails its check and the heroes remain quiet and hidden, it may pass them by. Compare the result of the savrip's Spot check to the heroes' Hide checks; if the savrip's check is less than the worst Hide check, it doesn't notice them.



Mantellian Savrip: Desert predator 4; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (+1 Dex, -1 size, +5 natural); Spd 10 m; VP/WP 34/19; Atk +8 melee (2d4+5, 2 claws), +6 melee (2d6+2, bite) or +4 ranged; SQ Improved grab, low-light vision, +4 species bonus on Survival (desert) checks; SV Fort +8, Ref +5, Will +2; SZ L; Face/Reach 2 m by 2 m/4 m; Str 20, Dex 12, Con 19, Int 4, Wis 13, Cha 8. Challenge Code C.

Skills: Climb +9, Hide +5, Listen +6, Spot +6, Survival +5 (desert only).

Feats: Improved Initiative, Multiattack, Power Attack.

71-00 Wilderness Noises. Have each hero make a Listen check (DC 15). Those who succeed hear noises (animals chirping, rocks tumbling, a bird crying overhead, or whatever else you want to include). These don't represent a threat, but they serve to keep the heroes on their toes (or encourage them to let their guard down after a few false alarms).

The Crash Site

Renci Tosh crashed her starfighter right at the edge of the canyon maze, where the cliff walls give way to a rocky area of badlands. When the heroes finally locate the crash site, they discover that Renci's ship is nowhere to be found. Read the following text to the players:

You've followed the trail up to the very edge of the canyon maze. Beyond the cliff walls stretches a rocky landscape, dotted with mesas and ravines. Scorched earth

and a small impact crater verify that your new friend's ship crashed here, but there is no vehicle to be found. Renci Tosh turns to you with a puzzled look on her face. "Uhhh... would you believe it was here when I last saw it?"

A Search or Survival skill check (DC 10) discovers drag marks leading away from the site (and into the badlands), accompanied by two huge sets of animal tracks (bantha tracks, which can be identified with a Survival check of 15 or better).

If the Survival check made to find tracks is 20 or better, the searcher also finds four distinct sets of booted humanoid tracks left by the raiders who found Tosh's craft and dragged it back to their lair with banthas. A Search check cannot find these tracks.

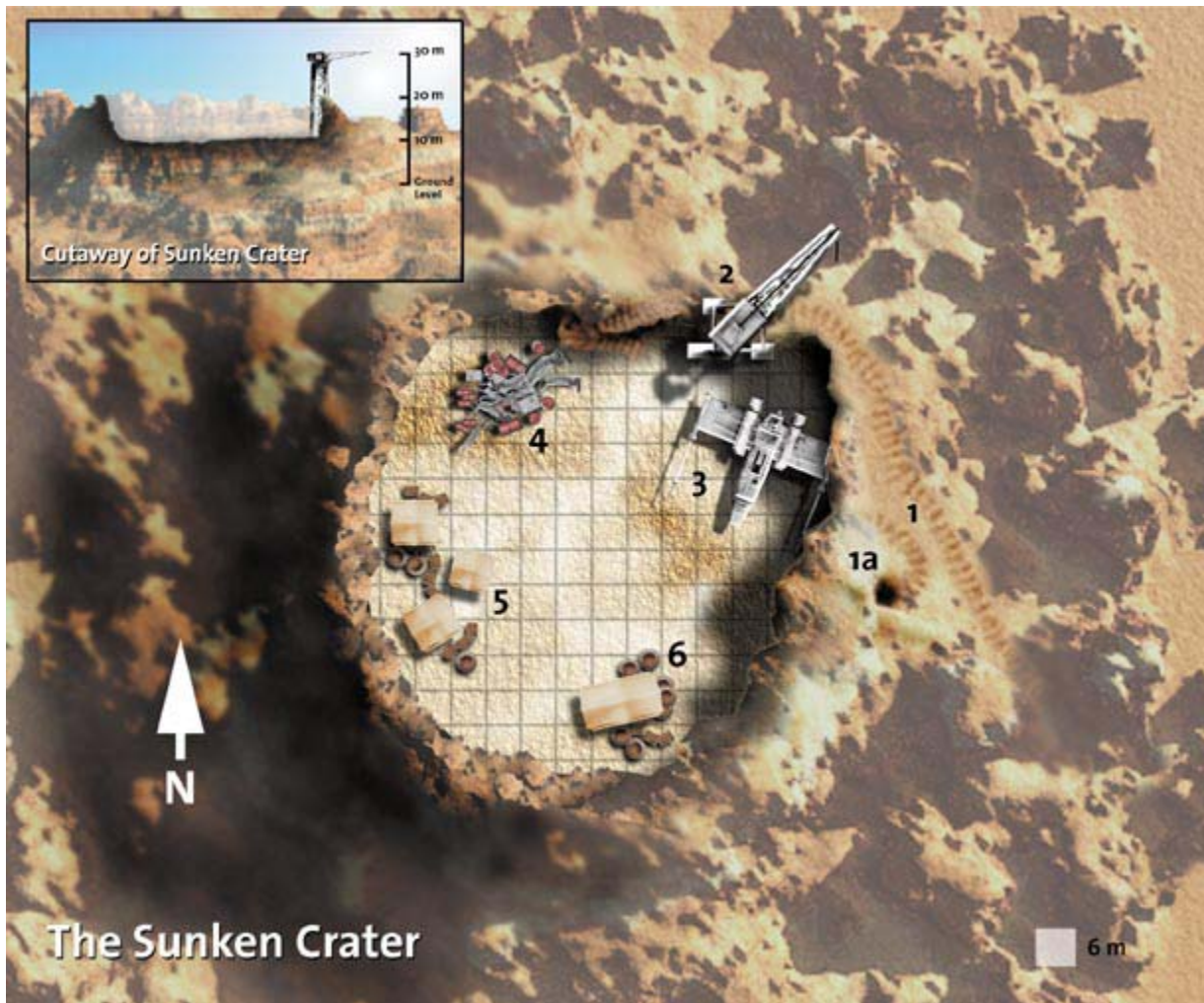
From here, the heroes must follow the trail (Survival check, DC 10) to the raiders' lair. Because of the low DC, the heroes can move at full normal speed while following the tracks, though the rocky terrain reduces this to three-quarters normal (3.75 km/h, 2.25 km/h, or 1.5 km/h for speeds of 10 meters, 6 meters, or 4 meters respectively). Luckily, the lair is only 10 kilometers away.

If the heroes haven't yet encountered the bounty hunter Gida Luroon, the Twi'lek attacks while they search the site.

Scene 3: The Sunken Mesa

Like most planets with extensive wilderness areas, Ord Mantell has its share of fringe-dwelling raiders who prey on those who wander too far from civilization. A small band of these raiders lives inside a collapsed mesa.

The mesa itself is 20 meters high, but the entire center of the plateau collapsed long ago, forming a stable "floor" within the mesa's wall. The inner area of the mesa is about 10 meters above the surrounding terrain, and approximately 10 meters from the top of the wall. A single rough staircase climbs up the eastern wall to the entrance (area 1).



1. Entrance and Guard Post

Two banthas graze on scrub brush growing around the base of a 20-meter-tall plateau. A makeshift crane with cables leading up the side of the mesa is affixed to the top of the cliff.

Allow each hero a Spot check (DC 15) to notice the crude steps, actually closer to handholds than stairs, cut into the cliff wall. A successful Search check (DC 10) will also find these, though the heroes will almost certainly be seen by the guards (see below) as they examine the area.

Ascending via the steps requires a successful Climb check (DC 10), while scaling the cable is DC 15, since it's too far from the cliff to brace against it. The heroes can't take 10, as the approach is guarded by a pair of raiders hidden in a niche (labeled 1a on the map) near the top. They can only be seen with a successful Spot check (DC 25).

The guards get a Spot check (DC 10 or opposed by the heroes' Hide checks) to notice the heroes approaching, and another Spot check (DC 15 or opposed by the heroes' Hide checks) to notice them climbing the wall. They almost certainly see the heroes if they approach in daylight.

If the guards spot the heroes, they wait until one or more begins to climb the cliff, at which point they lean out of their hiding place (lowering the DC of the Spot check to notice them to 20) and attack, possibly with surprise. They get a +2 bonus to attack climbing characters, and climbers lose any Dexterity bonus to Defense. Any hit against a climbing hero forces another Climb check (DC 10) to avoid falling. The hero can't take 10 on this check.

The heroes might choose to ascend without using either the cable or the handholds. This requires a Climb check (DC 20) for each round of movement (a hero can climb one-half his speed as a full-round action). This can avoid the guards, though the guards will show up if fighting breaks out inside the mesa later.

Should combat occur, make a Listen check (DC 20) for the raiders inside the mesa each round. Success indicates that they hear the fight and move to join the guards, arriving 2 rounds later. (Normally, they'd be more alert, but since their leader Yarroq is gone, they're enjoying the opportunity to relax.)

Raiders (2): Male Human Fringer 1; Init +2 (Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 9/13; Atk +2 melee (1d8+2, spear) or +2 ranged (1d8, bow); SV Fort +3, Ref +3, Will +1; FP 0; DSP 0; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10. **Equipment:** Spear, bow with 10 arrows. **Skills:** Climb +6, Handle Animal +4, Hide +6, Listen +5, Ride +6, Spot +5, Survival +5. **Feats:** Alertness, Skill Emphasis (Survival), Weapon Group Proficiency (primitive weapons, simple weapons).

2. Makeshift Crane

The raiders built a ramshackle winch assembly from scrap metal and several lengths of cable. After dragging Tosh's spacecraft to the base of the plateau, they hitched the banthas to the crane and used pulleys to raise the small fighter up and over the mesa wall.

Despite its jury-rigged nature, the crane is quite stable and can easily support the weight of several characters.

3. Captured Starfighter

Renci Tosh's small Z-95 Headhunter sits here underneath a tan-colored tarpaulin. The raiders plan to sell it to someone in town (in fact, their leader, Yarroq, is trying to find a buyer). They don't have the skill to repair the damage done to it.

Making the craft spaceworthy again requires significant repair work: three Repair checks (DC 20), each requiring 1d4 hours of work. (Don't forget that unless the heroes happen to carry starship repair tools with them, they suffer a -5 penalty to Repair checks.) These checks may be made simultaneously if more than one hero

has the Repair skill. Alternatively, heroes can cooperate to grant bonuses to the primary character's Repair skill check (see Cooperation in Chapter Four of the [Star Wars Roleplaying Game](#) core rulebook).

The heroes can also make temporary (jury-rigged) repairs, which cuts the time in half and reduces the DC by 5; however, each time the ship is operated, there is a 10% chance that the repairs fail. (In this case, randomly choose an important ship system that fails and must be repaired.)

The ship has also suffered 80 points of hull damage, though this need not be repaired for the ship to function.

4. Supply Depot

Stacks of boxes, crates, and barrels litter this area, all pillaged from travelers, outlying settlements, and garbage dumps. An hour of digging through the junk (and a Search check against DC 15) turns up one of the following items (each time an item is found, cross it off the list and re-roll if it comes up again in a later search). Feel free to substitute other items of similar value if desired.

Roll d% Item Found

01-20	Food, 2d10 kg
21-50	Water, 4d10 kg
51-52	Spice, 1d4 kg
53-57	Energy cells, 1d6
58-62	Power packs, 1d4
63-67	Blaster pistol, broken*
68-72	Slugthrower pistol
73-77	Medpac
78-82	Electrobinoculars, broken*
83-87	Datapads, 1d4, broken*
88-92	Macrobinoculars
93-97	Tool kit
98-00	Glowrod

*Broken items can be repaired with a Repair check (DC 15) and a few minutes of work.

5. Raiders' Tents

Each of these three tents has two crude bunks strewn with clothes and miscellaneous personal items (nothing of value). The tent in the center has two resting raiders (who may be alerted by sounds of combat at area 1). The tents are otherwise identical.

Raiders (2): Male Human Fringer 1; Init +2 (Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 9/13; Atk +2 melee (1d8+2, spear) or +2 ranged (1d8, bow); SV

Fort +3, Ref +3, Will +1; FP 0; DSP 0; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Equipment: Spear, bow with 10 arrows.

Skills: Climb +6, Handle Animal +4, Hide +6, Listen +5, Ride +6, Spot +5, Survival +5.

Feats: Alertness, Skill Emphasis (Survival), Weapon Group Proficiency (primitive weapons, simple weapons).

6. Yarroq's Tent

The leader of the raiders is a Trandoshan named Yarroq. His brash confidence and physical power allow him to maintain control over the unruly group of thugs and fringers.

Yarroq's tent is twice as big as those of the other raiders, though it's just as free of amenities as theirs. A successful Search check (DC 15) turns up an extra blaster power pack in his footlocker.

Yarroq is currently visiting The Junkyard, trying to sell Renci Tosh's Z-95 Headhunter, though he returns while the heroes investigate the mesa (see below).

Scene 4: The Leader Returns

At some point during the heroes' repair work on the Z-95 Headhunter, Yarroq returns to the mesa. This can happen at any point you deem appropriate to the story.

Assuming that the heroes encountered and defeated the guards at area 1, Yarroq immediately suspects a problem when he notices that the guards are gone. He and the pair of raiders accompanying him approach quietly looking for intruders or thieves.

Yarroq and his raiders fight bravely, though he flees if things go too badly. He happily accepts offers of surrender from the heroes, figuring he can ransom them to friends or relatives in town.

Yarroq: Male Trandoshan Scoundrel 3; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (+1 Dex, +1 natural, +3 class); Spd 10 m; VP/WP 17/11; Atk +4 melee (1d3+2, unarmed) or +3 ranged (3d8, heavy blaster pistol) or +3 ranged (stun DC 15/12, stun grenade); SQ Illicit barter, lucky (1/day), precise attack +1, darkvision (20 m); SV Fort +1, Ref +4, Will +0; FP 2; DSP 1; Rep +1; Str 14, Dex 12, Con 11, Int 15, Wis 8, Cha 10. Challenge Code B.

Equipment: Heavy blaster pistol, 2 stun grenades, credstick (5,000 credits).

Skills: Bluff +6, Climb +5, Hide +7, Knowledge (Ord Mantell) +8, Listen +5, Move Silently +7, Read/Write Basic, Read/Write



Dosh, Sense Motive +2, Speak Basic, Speak Dosh, Spot +5, Survival +2, Tumble +7.
Feats: Improved Initiative, Quickness, Weapon Group Proficiency (blaster pistols, simple weapons).

Raiders (2): Male Human Fringer 1; Init +2 (Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 9/13; Atk +2 melee (1d8+2, spear) or +2 ranged (1d8, bow); SV Fort +3, Ref +3, Will +1; FP 0; DSP 0; Rep +0; Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10.

Equipment: Spear, bow with 10 arrows.

Skills: Climb +6, Handle Animal +4, Hide +6, Listen +5, Ride +6, Spot +5, Survival +5.

Feats: Alertness, Skill Emphasis (Survival), Weapon Group Proficiency (primitive weapons, simple weapons).

Aftermath

Once the heroes complete the repairs to Renci Tosh's starfighter and defeat Yarroq and his raiders, Renci prepares to leave Ord Mantell. After retrieving a hidden credstick from her starfighter, she transfers the agreed-upon sum of credits to each hero. Assuming the heroes have made a good impression (both in competence and opinions of the Empire and Rebellion), she also admits to them her affiliation with the Rebellion and asks whether they would be interested in helping again in the future. Read the following text to the players:

With your repairs to Renci Tosh's Z-95 complete and the reward fully paid, Renci says her farewells. As she makes final preparations for departure, she turns toward you.

"You handled yourselves pretty well in the last few days. I must admit, I wasn't completely honest with you. In addition to being an explorer, I also occasionally recruit help for some friends of mine who are always looking for new blood. Maybe you've heard of the Rebellion?

"We're still fairly secretive and quiet, but we're growing in power every day. Anyway, if you're interested in fighting against the Empire, I can introduce you to some influential people who can point you in the right direction.

"So, what do you say? Want to help us restore freedom to the galaxy?"

This represents a prime opportunity for the heroes to get involved with the Rebellion. Of course, the precise ramifications of the heroes' decision rests with you, the Gamemaster. Renci Tosh can certainly introduce the heroes to some minor Rebellion leaders (for instance, she doesn't know Princess Leia, Mon Mothma, or other top-ranked Rebels); with her good word, the heroes should get a good reception. From that point, the Rebellion can supply the heroes with missions (striking against Imperial bases, rescuing Rebel prisoners, aiding enslaved peoples, and so on).

Alternately, the heroes might choose to maintain their independence for now. That's fine, too. If they change their mind later, you can devise another adventure to bring them into contact with Renci or another Rebel.

Experience

Each surviving hero receives an equal share of the 2,000 XP award for this adventure. If any of the heroes' actions were particularly heroic, feel free to award Force Points at your discretion.